

Fig.1

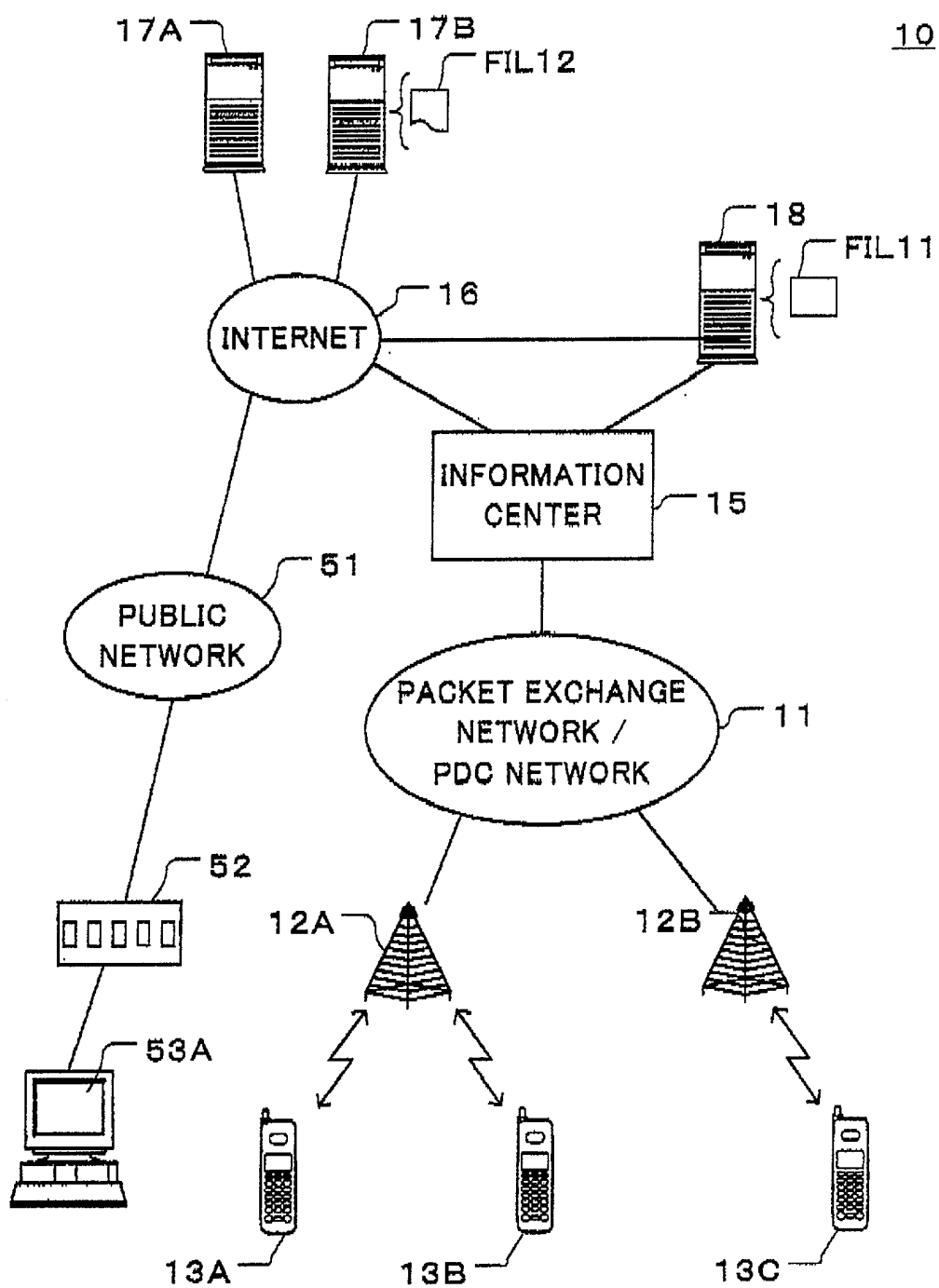


Fig.2

13A

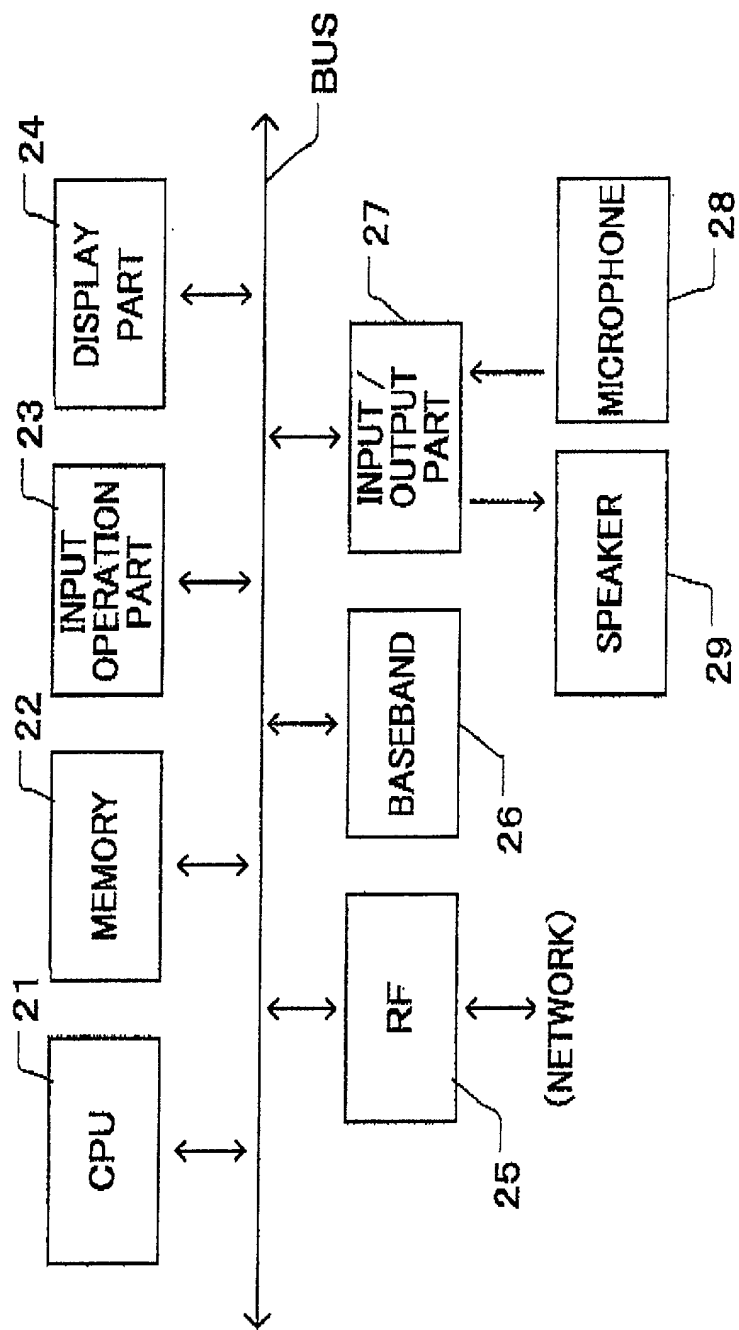


Fig.3

18

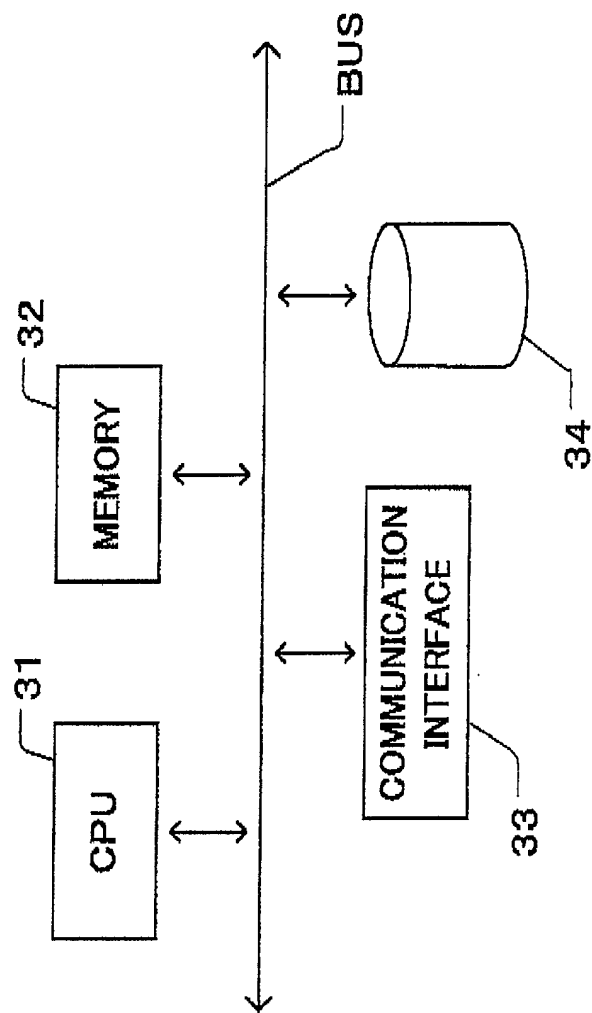


Fig.4

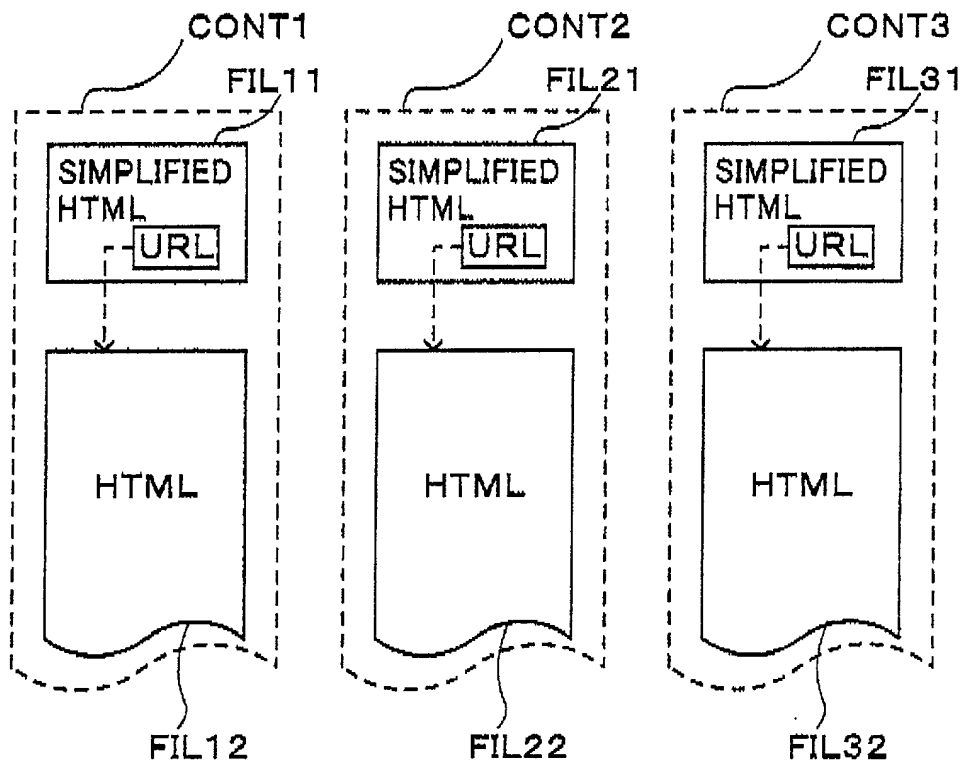


Fig.5

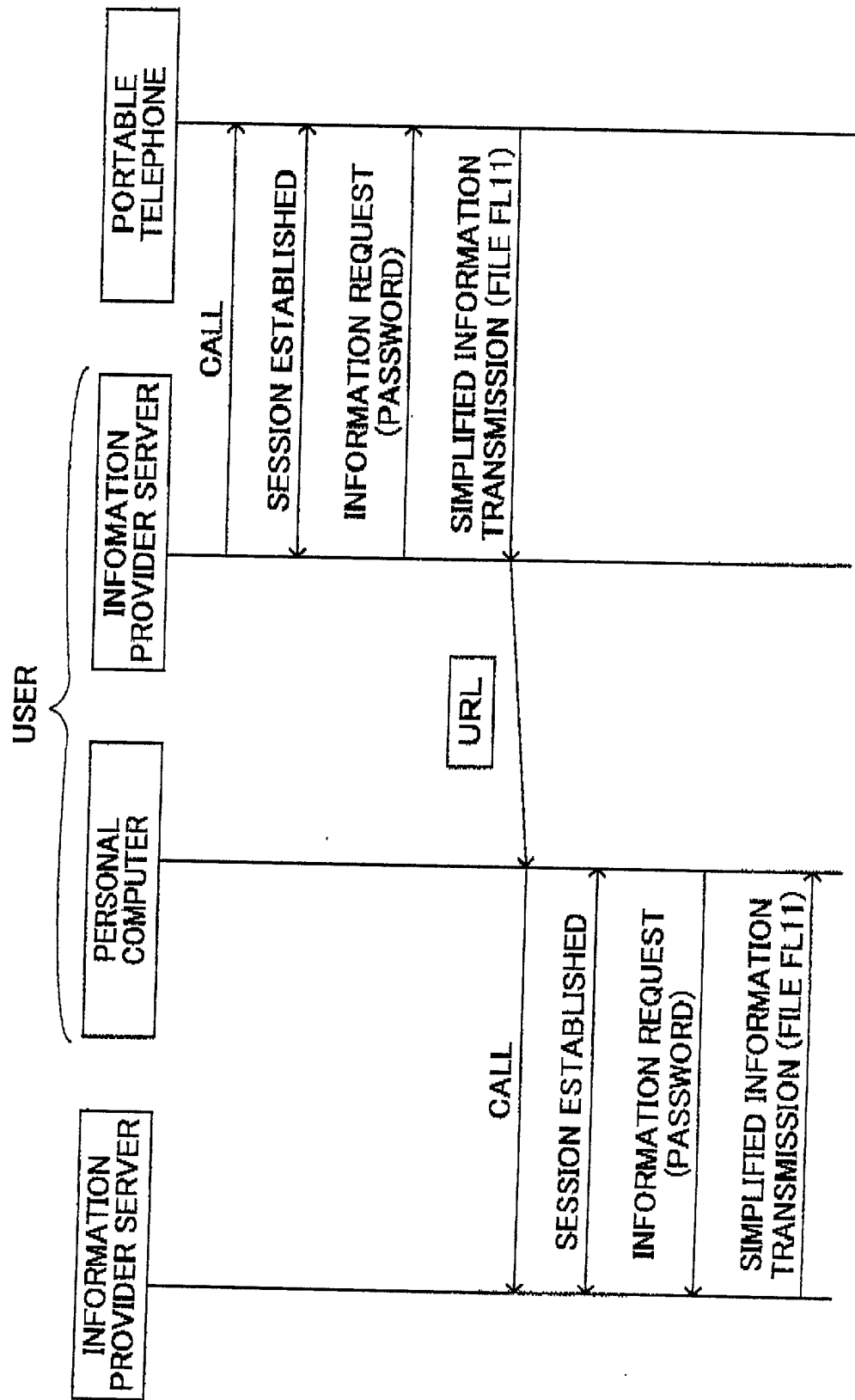


Fig.6

(Shogi WORLD NEWS)

□ OUTLINE

- DISTRIBUTION OF Shogi WORLD NEWS (TOPICS) AND NOTICE FROM JAPAN Shogi LEAGUE
- INFORMATIONS OF JAPAN Shogi LEAGUE HALL AND JAPAN Shogi NETWORK SITE

□ UPDATE FREQUENCY

- ONCE OR TWICE A WEEK

□ FLOW OF SCREEN

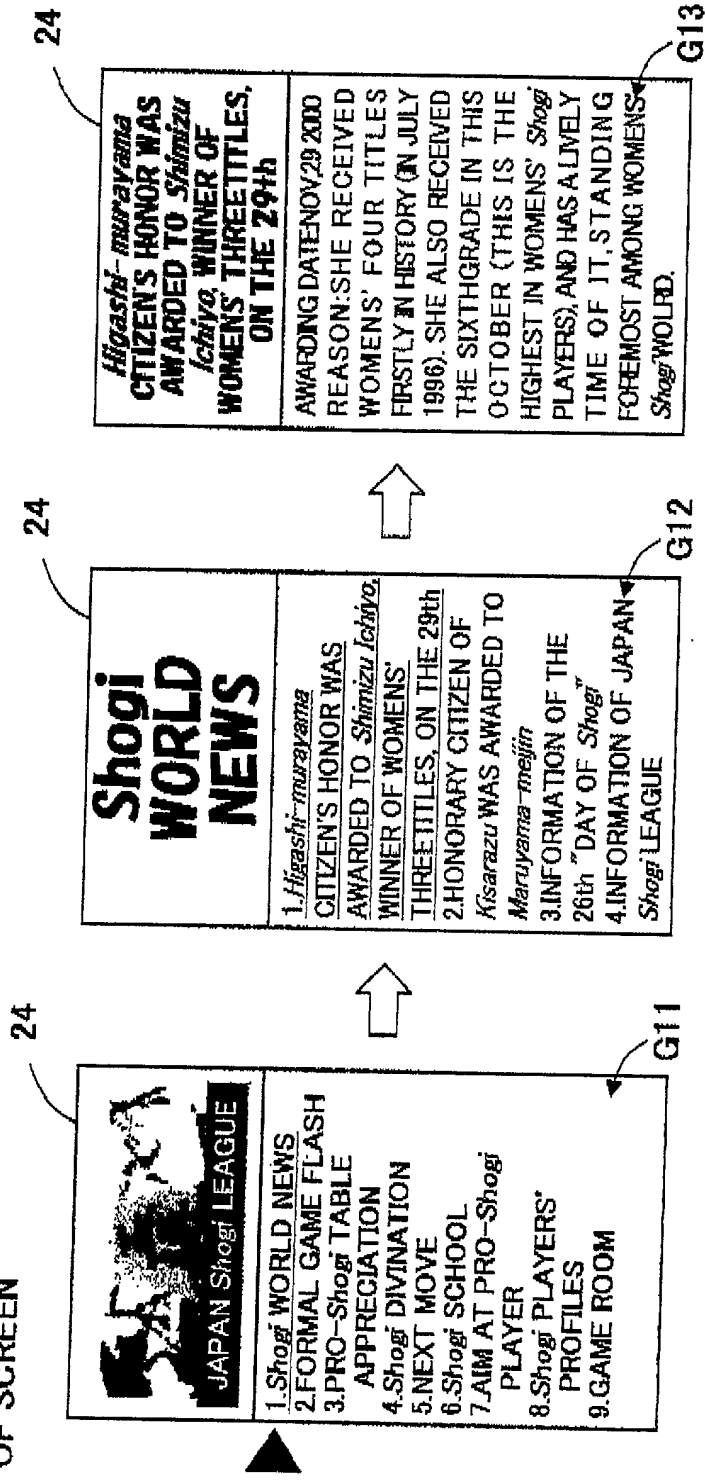


Fig.7

(FORMAL GAME FLASH)

□ OUTLINE

- MAIL DISTRIBUTION OF SCHEDULE OF FORMAL GAMES OFFICIALLY RECOGNIZED BY LEAGUE (EVERY MONDAY) AND RESULTS OF GAMES, (THESE ARE ALSO REPORTED ON SITE)
- REPORTING THE STATE OF THE FINALS OF *Shogi* GAMES

□ UPDATE FREQUENCY

-EVERYDAY

□ FLOW OF SCREEN

24

24

24

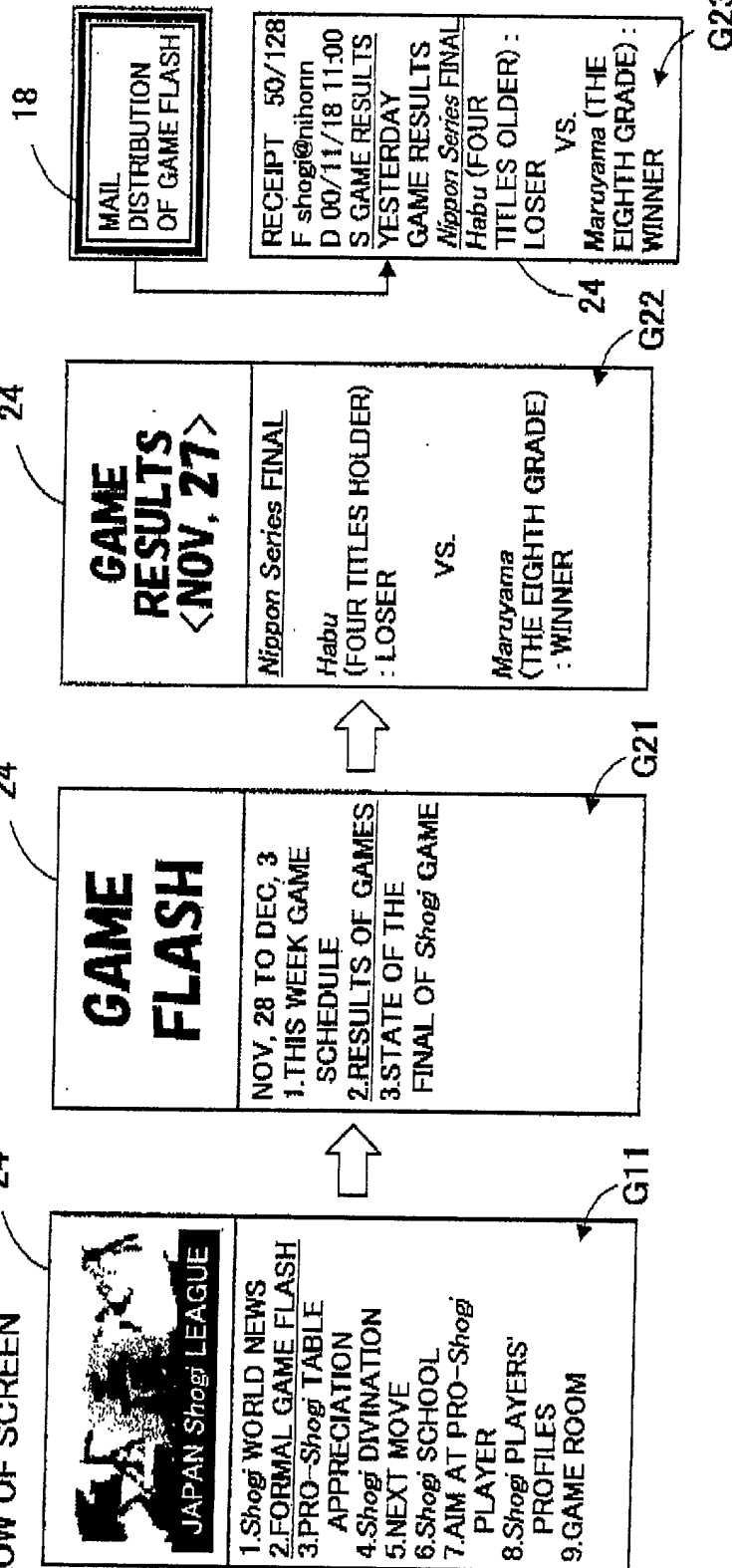


Fig.9

(Shogi DIVANATION)

□ OUTLINE

• TODAY'S FORTUNE ABOUT WORK, STUDY, LOVE, MONEY, HEALTH, AND GAME ARE TOLD BY DIVINATION !

□ UPDATE FREQUENCY

• EVERY WEEK

□ FLOW OF SCREEN

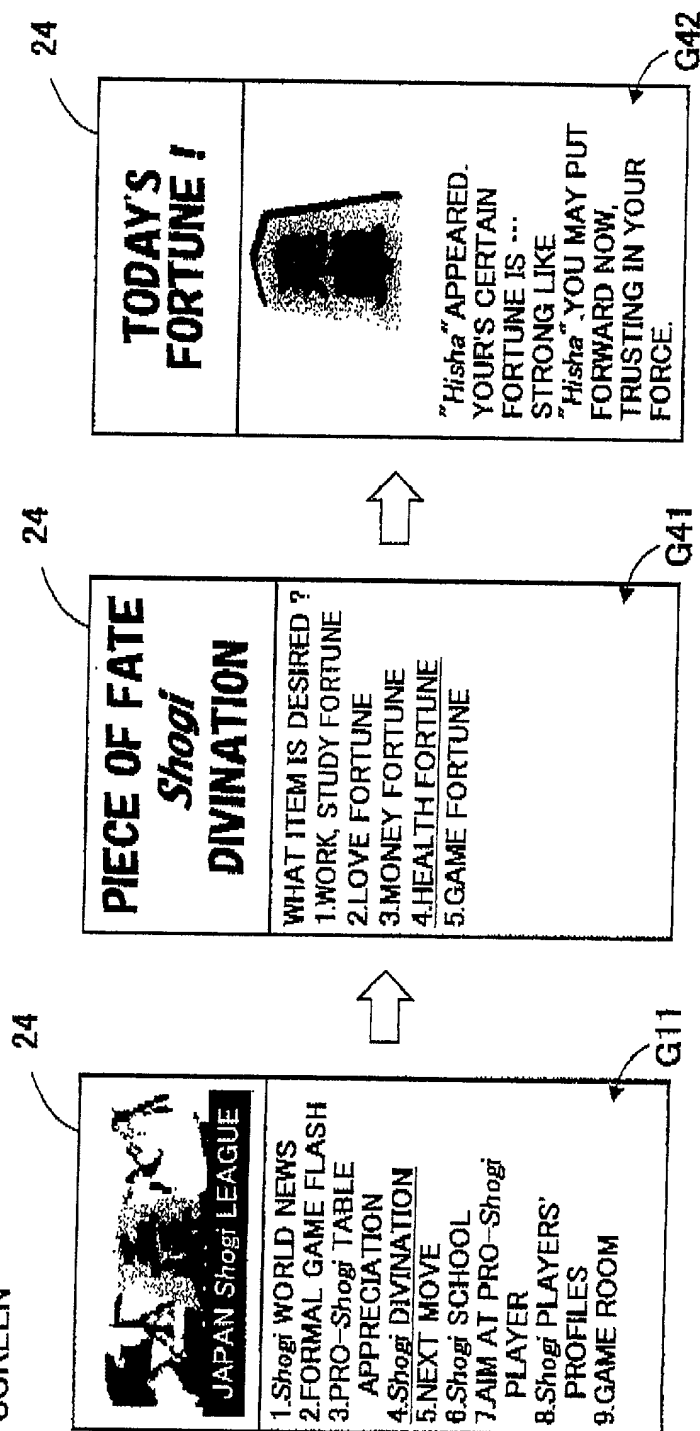


Fig.11

(Shogi SCHOOL)

□ OUTLINE

•WHAT SORT OF GAME IS Shogi ?

IF YOU KNOW NOTHING ABOUT Shogi, YOU WILL GET TO LIKE IT WHEN YOU READ THROUGH !

□ FLOW OF SCREEN

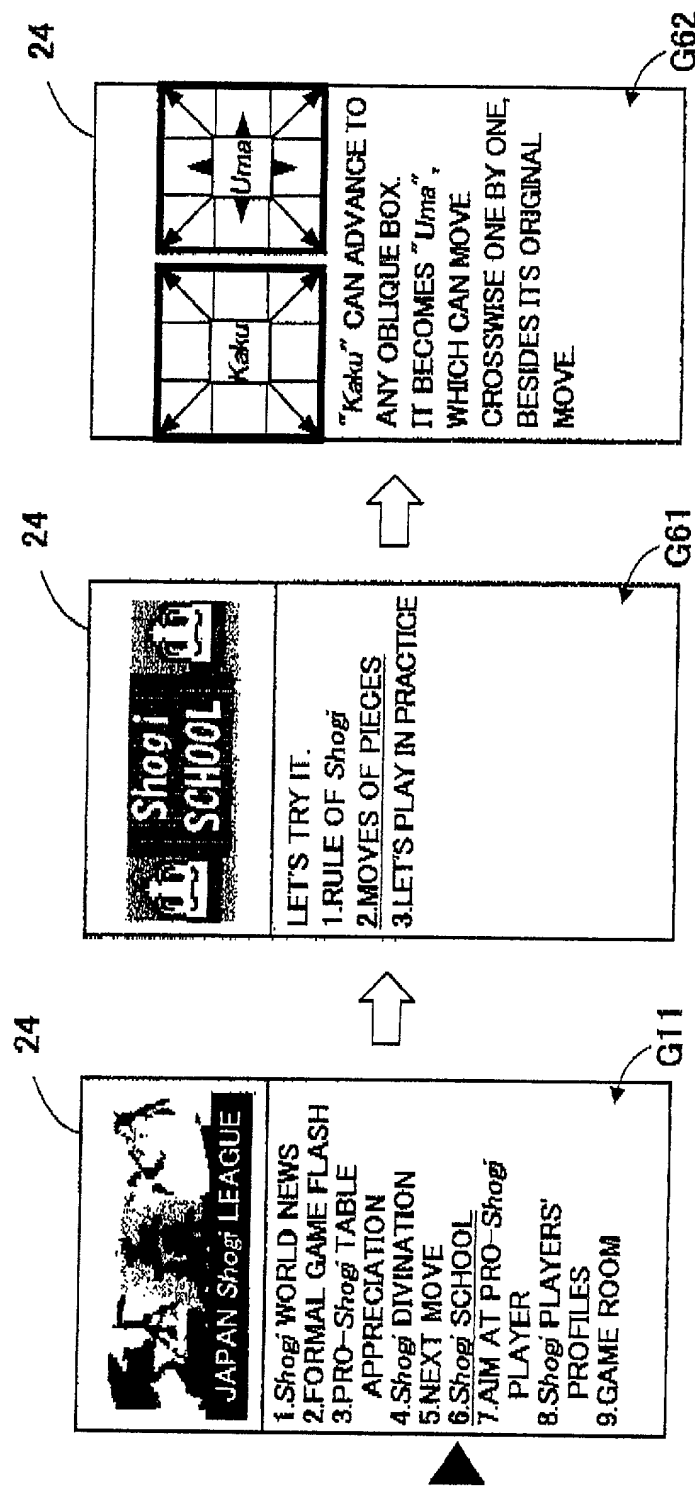


Fig.12

(AIM AT PRO-Shogi PLAYER!)

□ OUTLINE

•IN THE TIMELIMIT, THE PERCENTAGE OF VICTORIES THROUGH THIS GAME, YOU CAN UNDERGO "WAY TO PRO-Shogi PLAYER" IN RPG FASHION, WHILE INCREASING PERCENTAGE OF VICTORIES TO TOTAL NUMBER OF MATCHES WITH COMPUTER, AND YOU CAN LEARN!

□ FLOW OF SCREEN

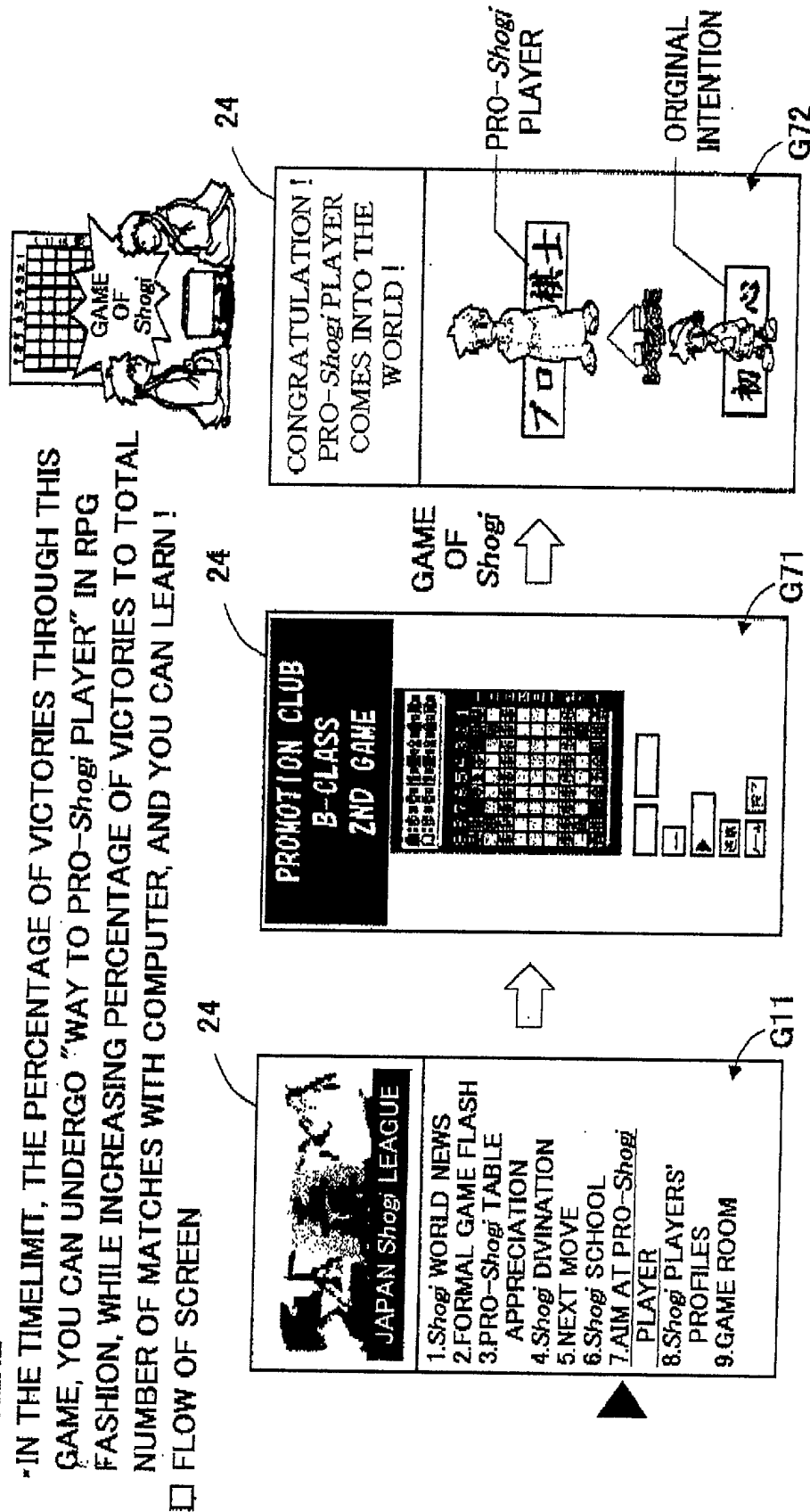


Fig.13

(Shogi PLAYERS' PROFILES)

□ OUTLINE

• INFORMATION OF BRIEF PROFILE OF PRO-Shogi PLAYERS !

□ UPDATE FREQUENCY

• ANYTIME

□ FLOW OF SCREEN

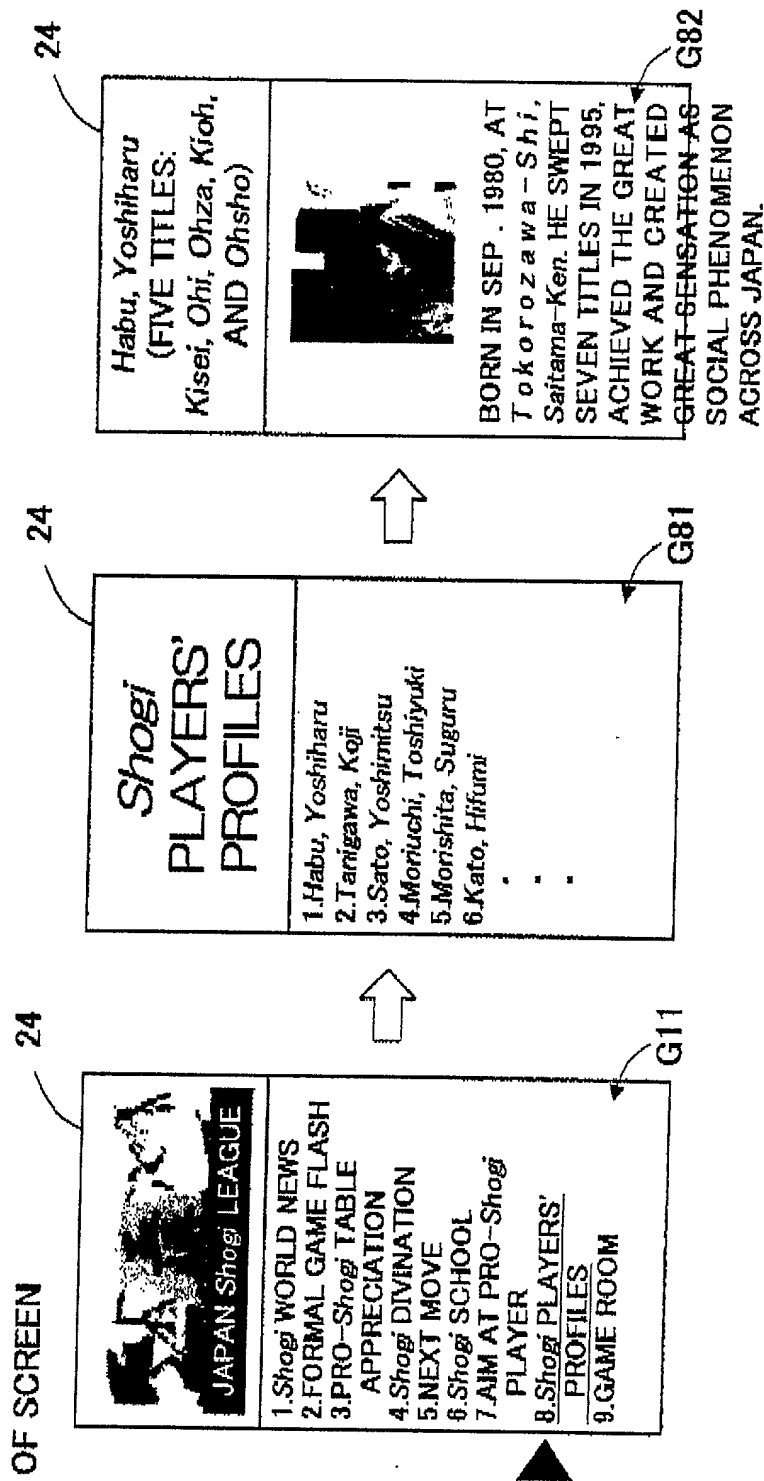


Fig.14

O TWO GAME MODES OF Shogi

TWO PATTERNS OF GAME MODE ARE AVAILABLE FOR VARIED PLAY.

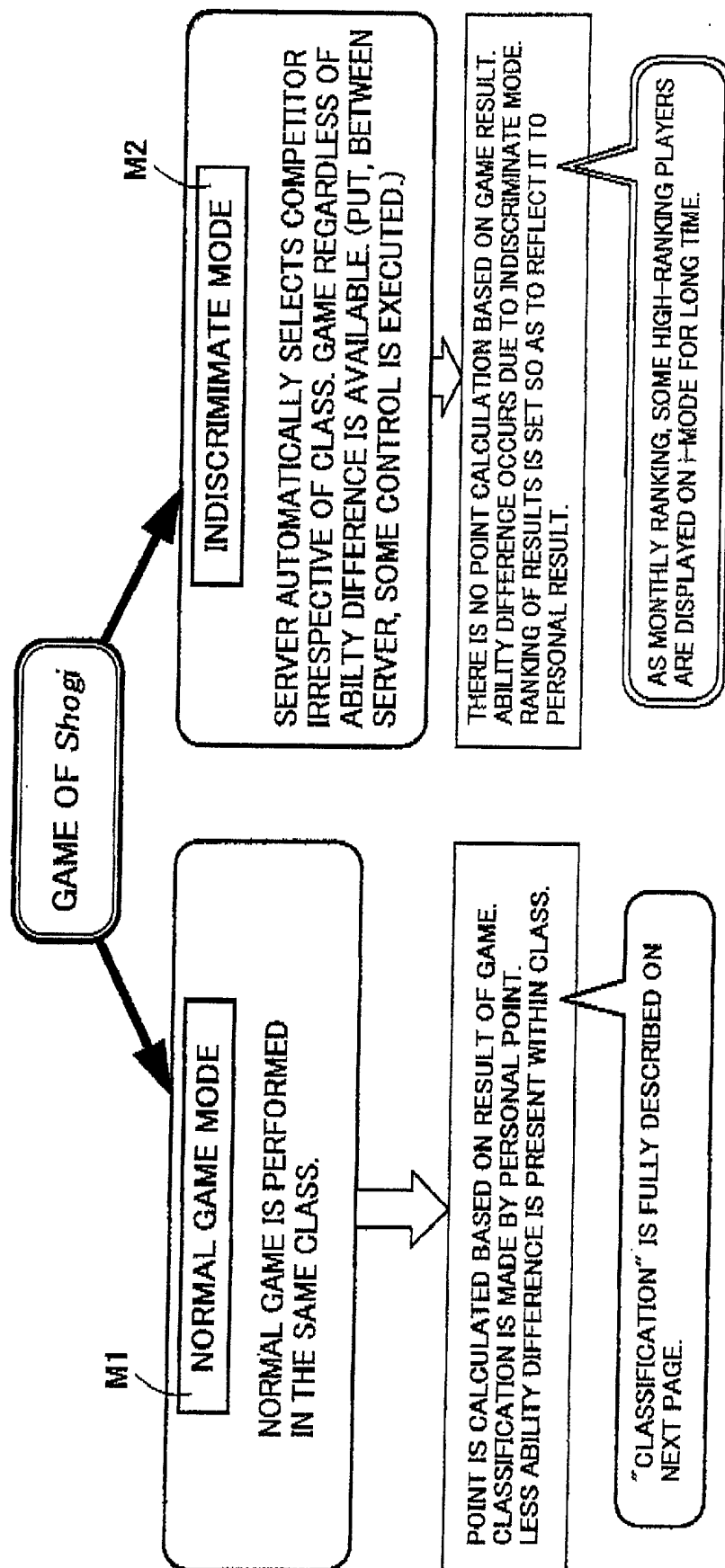
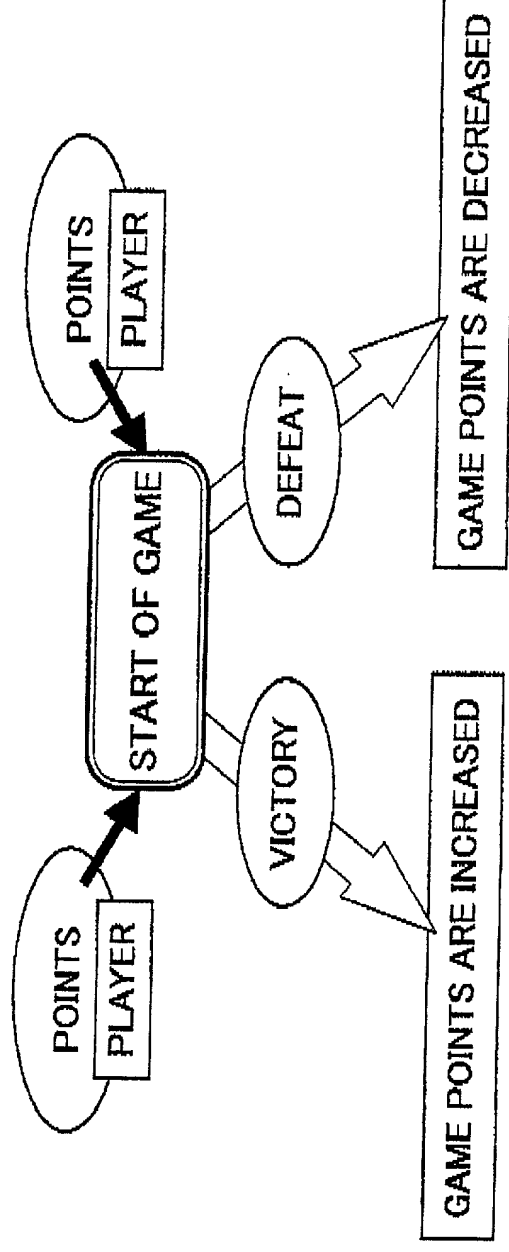


Fig.15

○ CLASSIFICATION BY POINT SYSTEM (NORMAL GAME MODE)

BOTH HAVE REQUIRED POINTS WHEN STARTING GAME.



- ◇ BASED ON RESULTS, POINTS ARE ADDED TO OR SUBTRACTED FROM THEIR POINTS.
- ◇ "CLASSIFICATION" BETWEEN PLAYERS IS DONE BASED ON RESULTING POINTS.

Fig.16

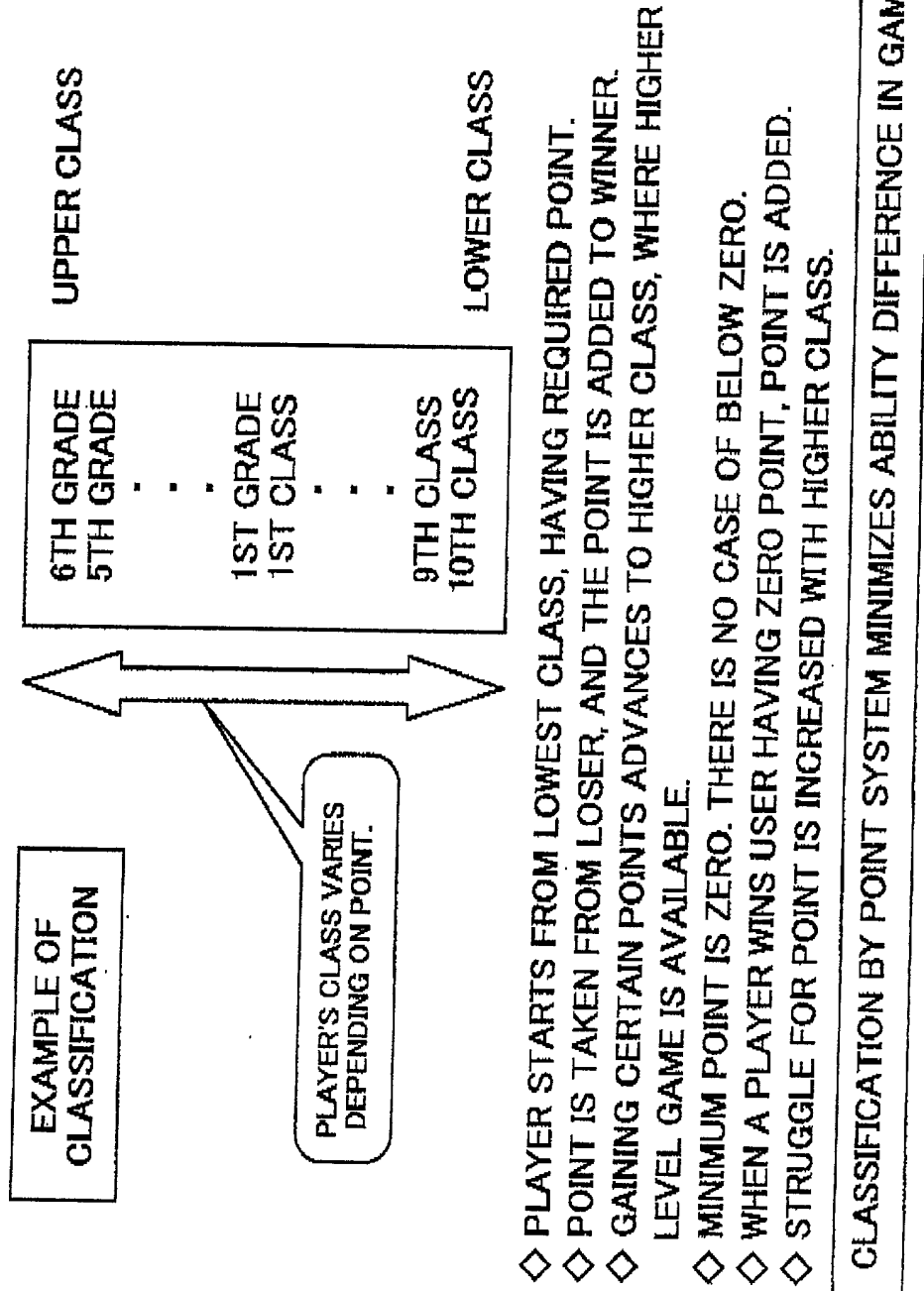


Fig.17

○ SETTING OF "GAME ROOM"

"GAME ROOM" IS SET CLASS BY CLASS, AT WHICH GAME IS POSSIBLE WITH ANY PERSON.
GAME ROOM HAS TWO FLOWS OF "STANDBY" AND "CHALLENGE".

◇ OVERALL FLOW (STANDBY TIME)

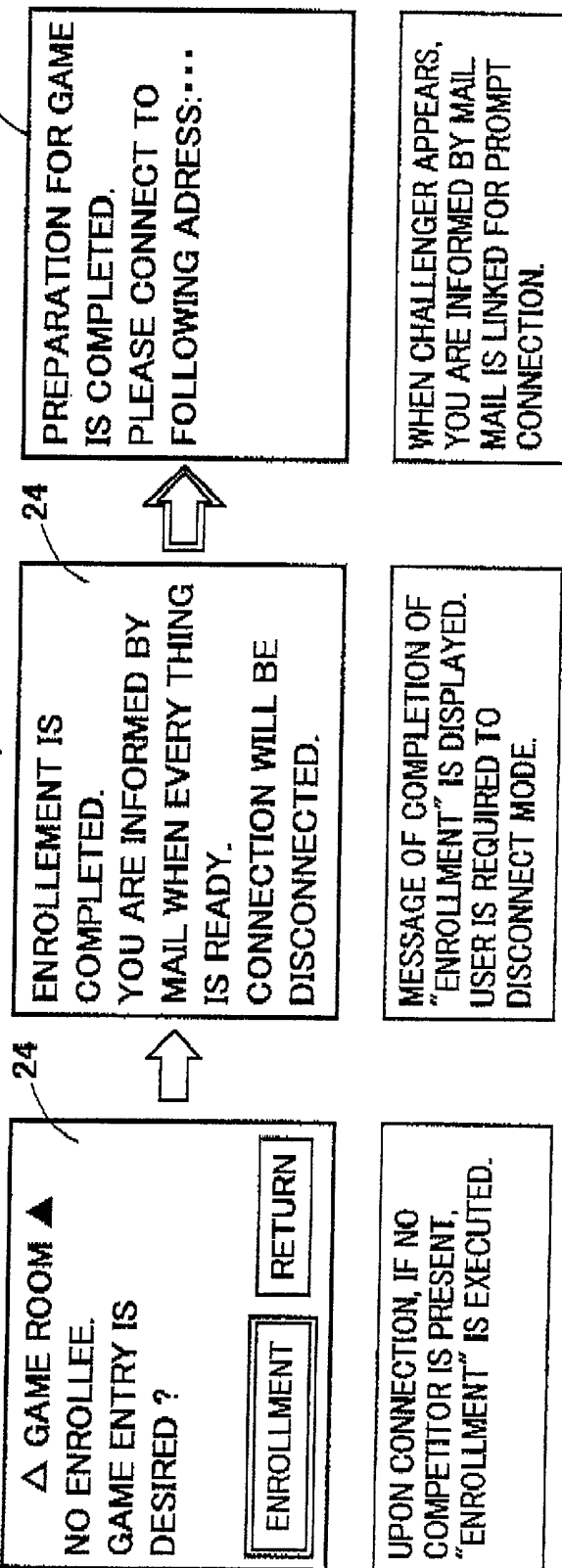
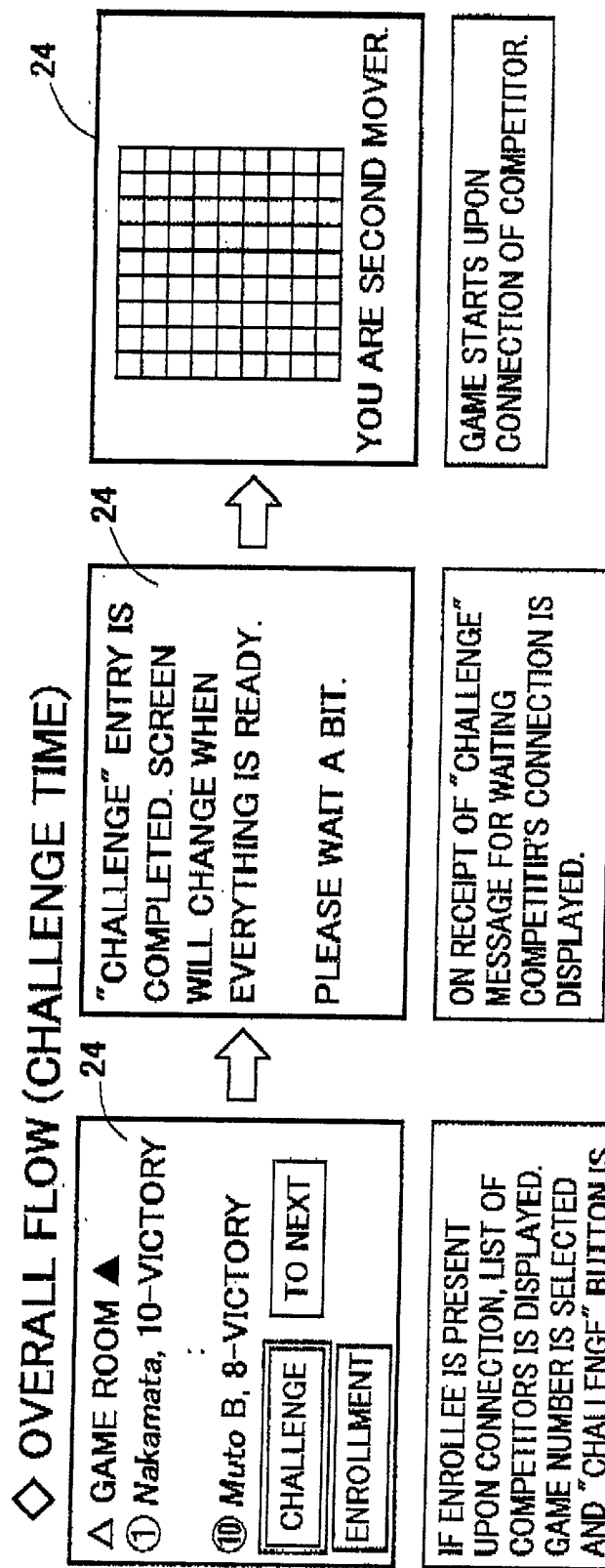


Fig.18



- ◇ FOR MORE THAN 11 MEMBERS, "TO NEXT" IS DISPLAYED. WHEN CLICK IT, FOLLOWING MEMBERS ARE DISPLAYED TEN BY TEN.
- ◇ IF SOME ONE OTHER THAN DISPLAYED MEMBERS IS DESIRED, USER IS ENROLLED IN "STANDBY" BY CLICKING "ENROLLMENT".
- ◇ BASICALLY, CHALLENGER PLAYS AS "SECOND MOVER". BUT, IF THERE IS NO CONNECTION FROM COMPETITOR IN THREE TO FIVE MINUTES, GAME STARTS BY FORCE. AT THIS TIME, CHALLENGER PLAYS AS "FIRST MOVER".

Fig.19

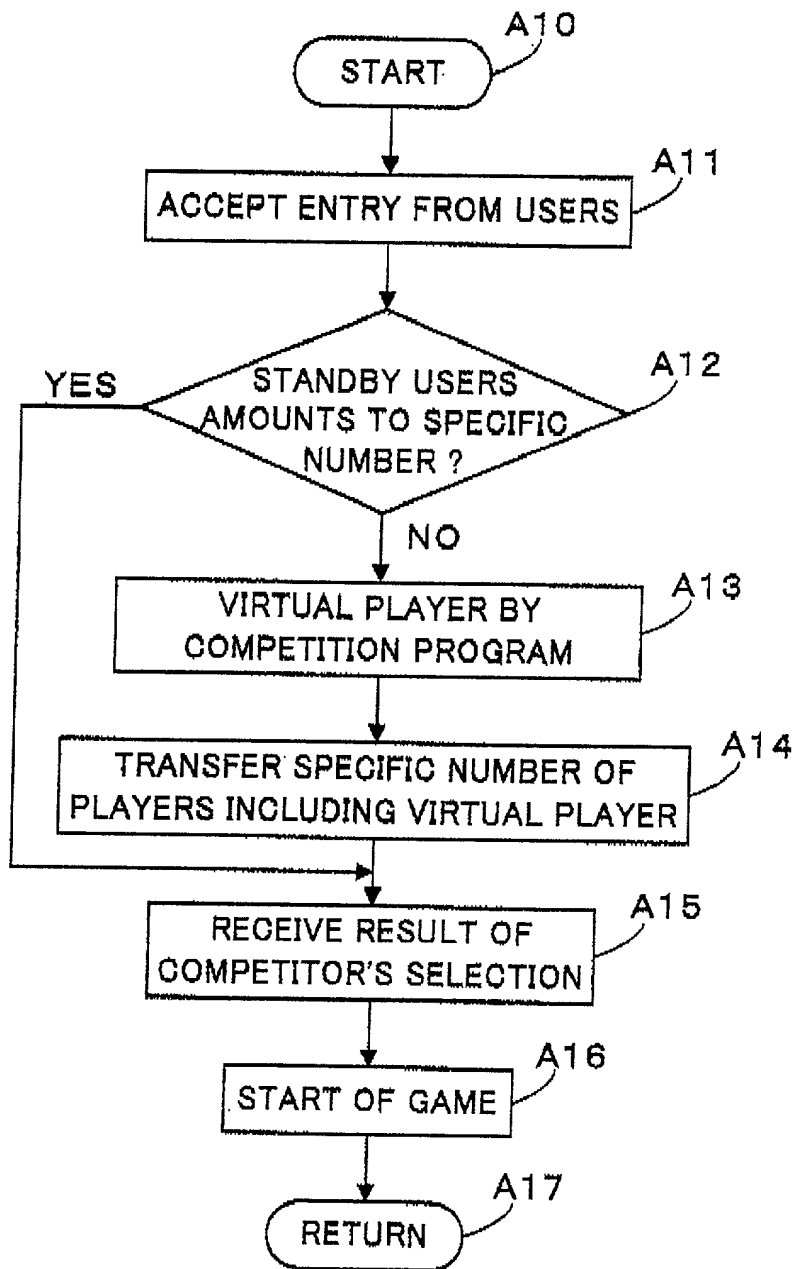


Fig20

○ SETTING OF "GAME IMPRESSION"

"GAME IMPRESSION" IS TO GIVE IMPRESSIONS OF COMPETITOR'S MOVES AFTER GAME. PERSON-TO-PERSON GAME IS LIKE ACTUAL Shogi. MAIL-COMMUNICATION IS DONE VIA SERVER.

◇ OVERALL FLOW (PERSON-TO-PERSON GAME TIME)

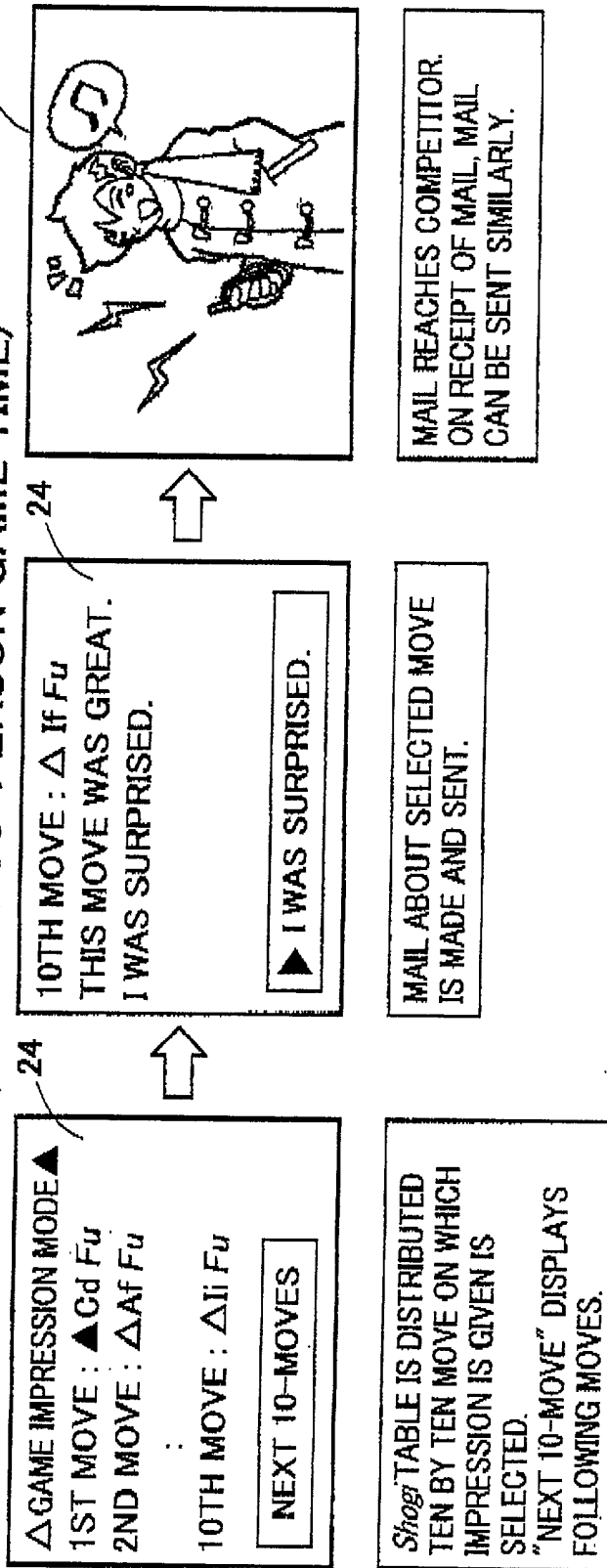


Fig21

"GAME IMPRESSION" WITH CPU ALLOWS FOR SELECTION PER MOVE ON TABLE, AND MAKES "REDOING" POSSIBLE. THIS IS USEFUL FOR STUDY OF USERS WAY TO MOVE.

◇ OVERALL FLOW (GAME WITH CPU)

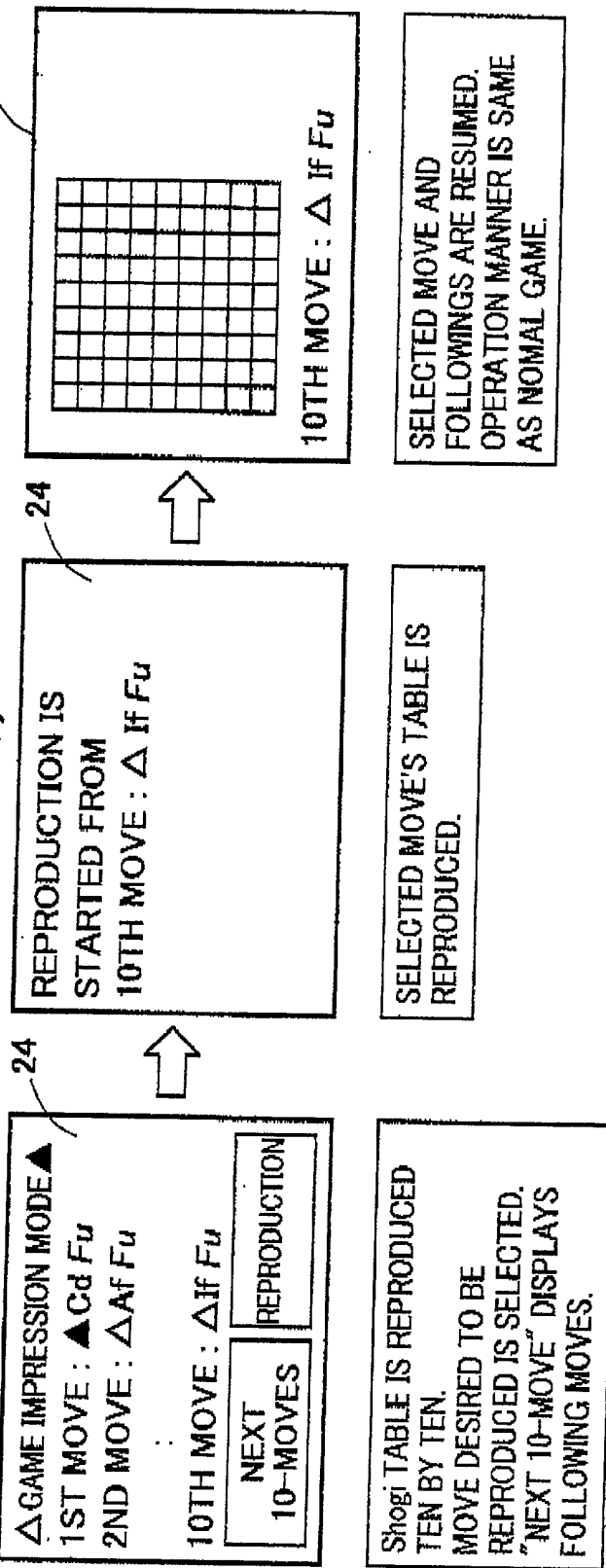


Fig.22

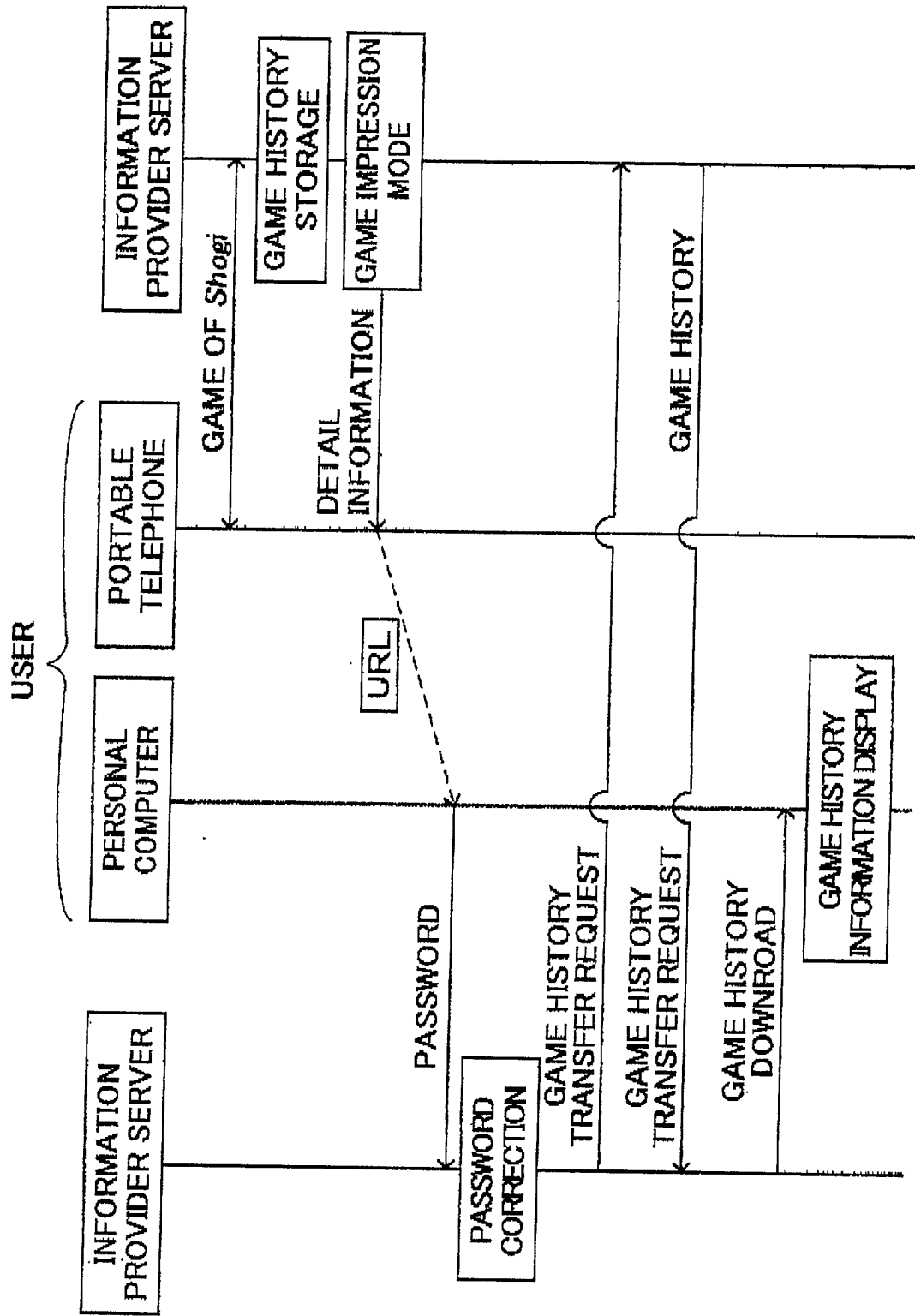
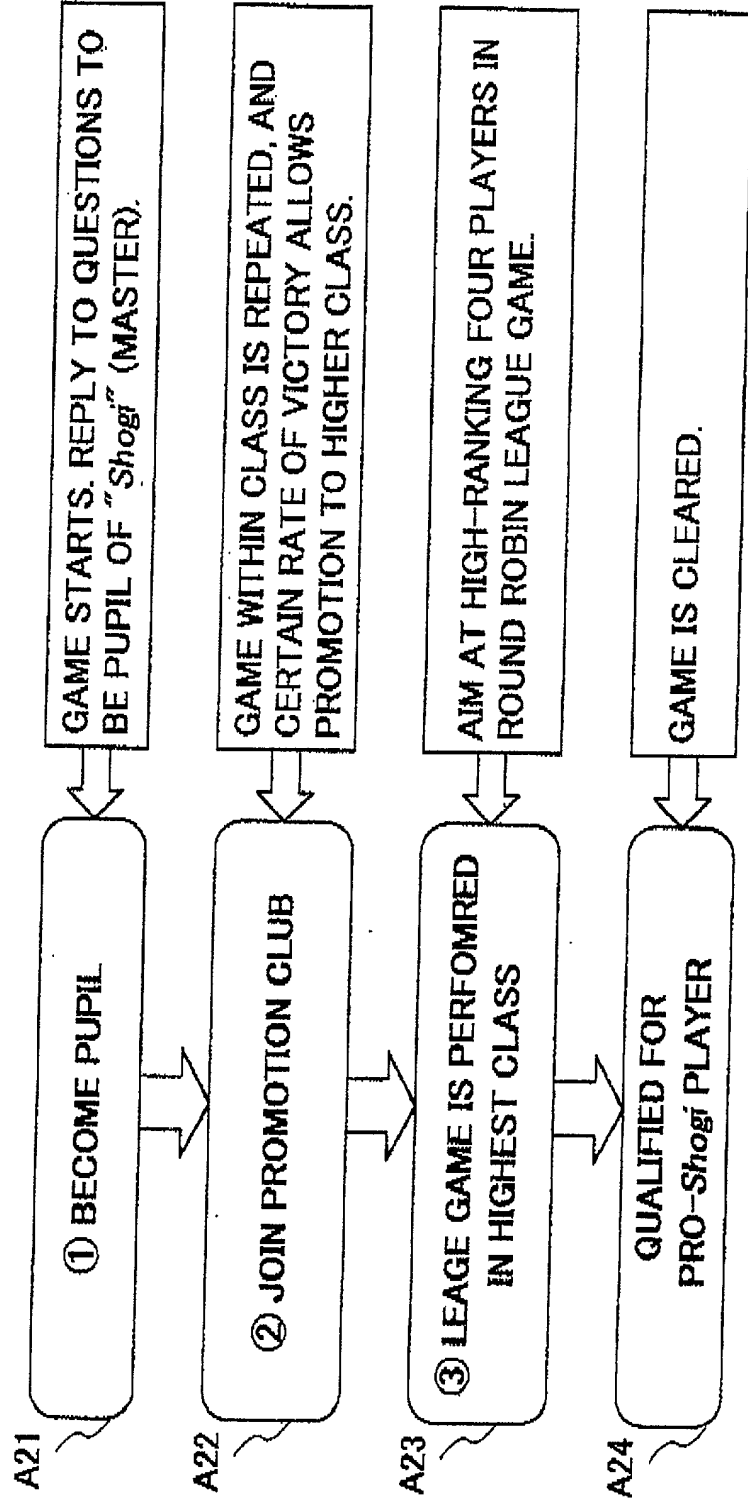


Fig.23

◇ FLOW OF GAME

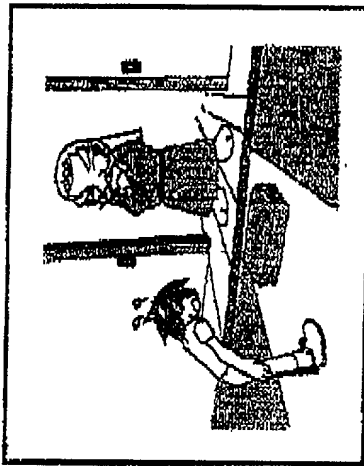
FLOW OF ENTIRE GAME IS AS FOLLOWS.



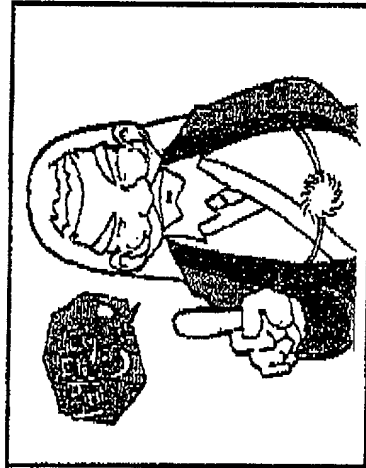
○ NEXT IS DETAIL DESCRIPTION OF EACH ITEM.

Fig.24

① BECOME PUPIL (A21)



BECOME PUPIL OF
"Shisho".



"CAPABILITY" IS TESTED.
QUESTION BECOMES
DIFFICULT GRADUALLY.

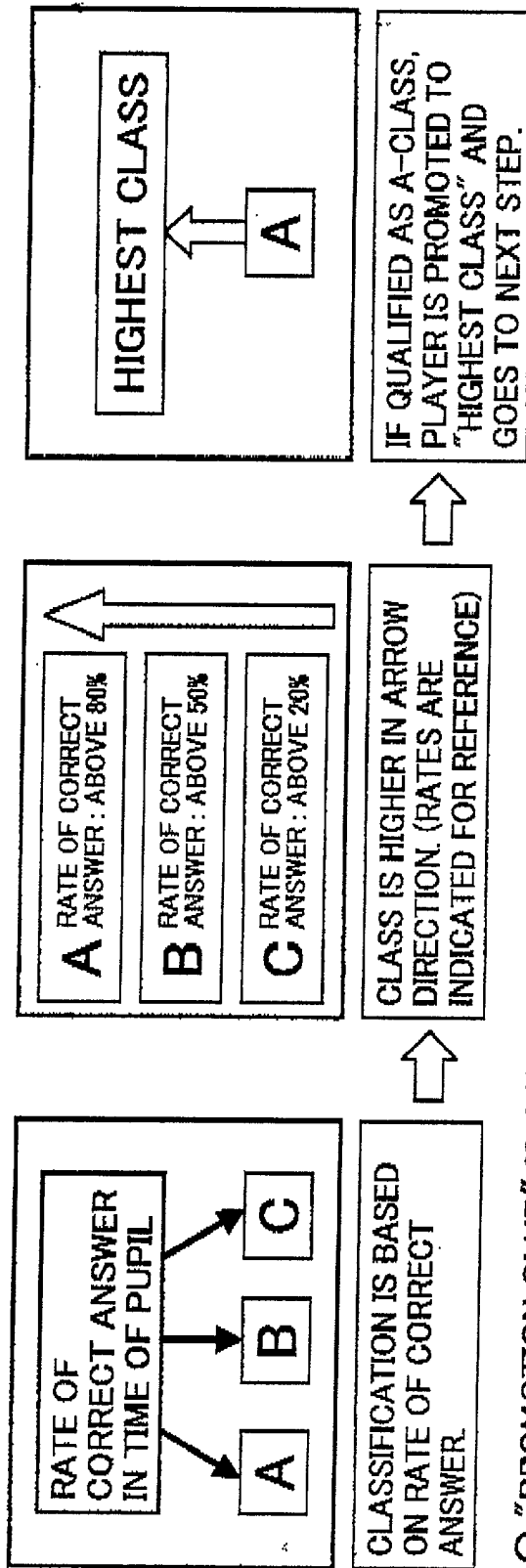


IF QUALIFIED, GO TO NEXT
STEP.
IF DISQUALIFIED, RETURN
TO INITIAL STEP.

- THERE ARE ABOUT 10 QUESTIONS, WHICH ARE PUT AT RANDOM FROM PLURAL (ABOUT 100) QUESTIONS. BUT, DEGREE OF DIFFICULTY IS INCREASED GRADUALLY, STARTING WITH EASIER QUESTION.
- RATE OF CORRECT ANSWER OF "CAPABILITY" TEST IS RELATED TO NEXT STEP.
- LOW RATE OF CORRECT ANSWER (e.g. BELOW 20%) RESULTS IN DISQUALIFIED.

Fig.25

② JOIN "PROMOTION CLUB" (A22)



○ "PROMOTION CLUB" IS GAMES ORIGINAL MEANS.

○ RATE OF CORRECT ANSWER IN "CAPABILITY" TEST ON PREVIOUS PAGE IS USED AS REFERENCE OF CLASSIFICATION.

○ PLAYER IS QUALIFIED BY CLEARING AT CERTAIN RATE OF VICTORY IN CERTAIN NUMBER OF GAMES, AND PROMOTED TO HIGHER CLASS.

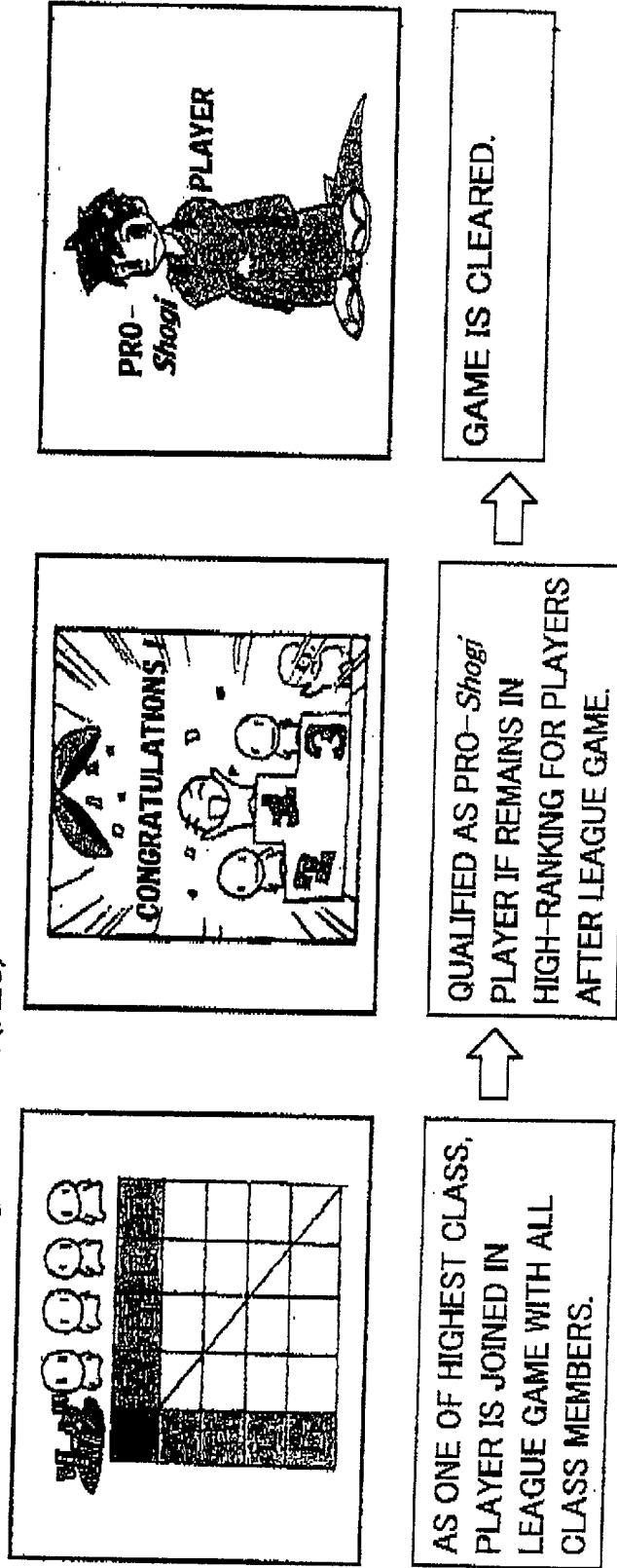
○ NUMBER OF GAMES IS TO BE FOUR TO SIX. PLAYER IS QUALIFIED BY ABOUT 50% OF RATE OF VICTORY IN C- CLASS.

○ NUMBER OF GAME AND RATE OF VICTORY INCREASE AS CLASS BECOMES HIGHER.

PLAYER CAN TAKE HERE A PIECE OF ADVICE OF "Shisho" BEFORE GAME.

Fig.26

③ TEST FOR PRO-Shogi PLAYER (A23)

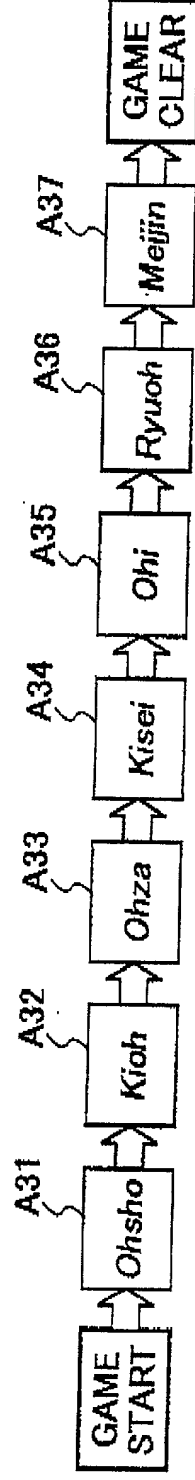


- NOT ONLY BETWEEN USERS BUT CPUs ARE JOINED IN LEAGUE GAME. (ONLY RESULTS ARE DISPLAYED)
- RESULT OF LEAGUE GAME IS TO BE DISPLAYED WHEN RESULT OF GAME IS OBTAINED.
- NO ADVICE OF "Shogi" IS AVAILABLE IN THIS GAME.
- NUMBER OF CLASS MEMBERS IS SET TO ABOUT 8 TO 12, TAKING TOTAL NUMBER OF GAMES INTO CONSIDERATION.

Fig.27

◇ FLOW OF GAME

◎ OVERALL FLOW



- STARTING WITH "Ohsho-GAME", GAINING VICTORY ALLOWS FOR CHALLENGE TO NEXT TITLE.
- CHALLENGE TO "Ryuoh-GAME" OR HIGHER TITLE IS ALLOWED WHEN GAINING ALL TITLES.
- GAME IS CLEARED IF GAINS VICTORY IN "Meijin-GAME".
- PLAYER ACHIEVING EXCELLENT RESULTS CAN BE PUT ON RANKING ON OTHER PAGE.

Fig.28

©FLOW OF EACH TITLE MATCH

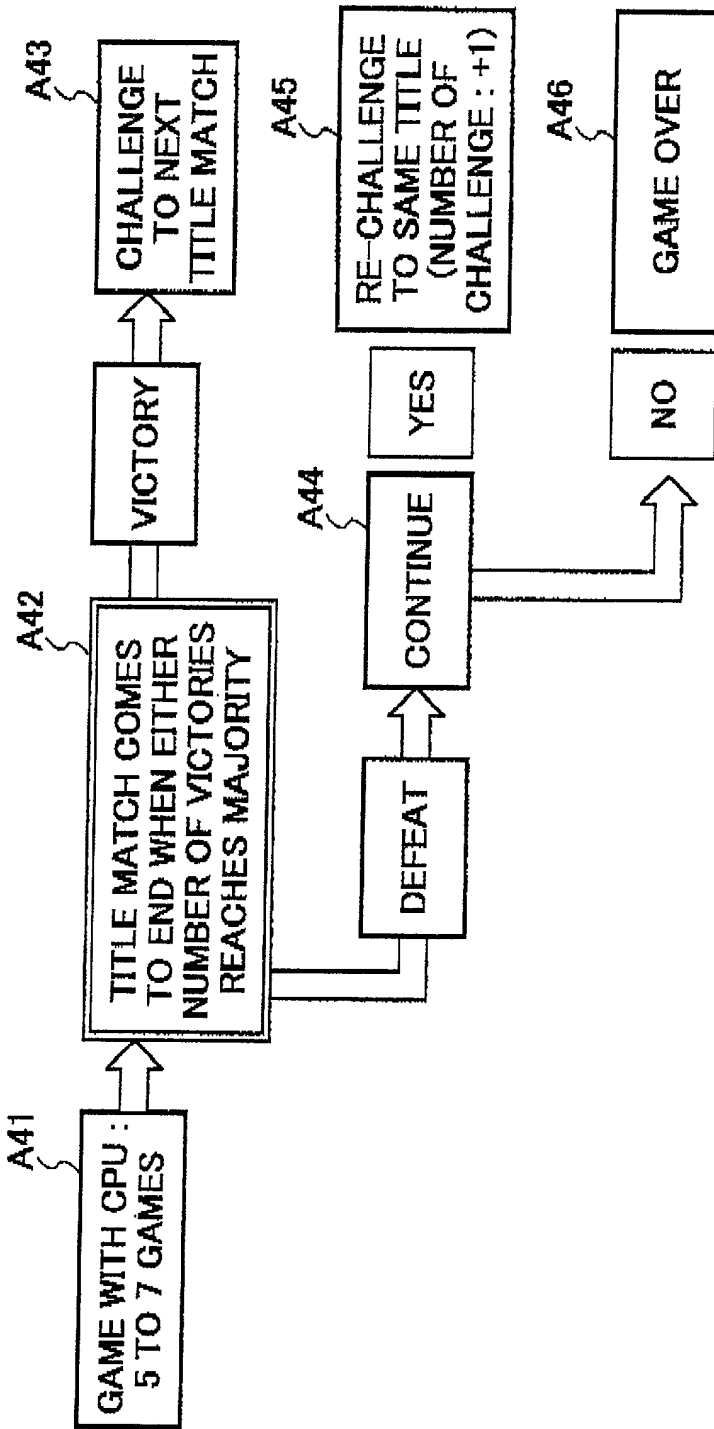
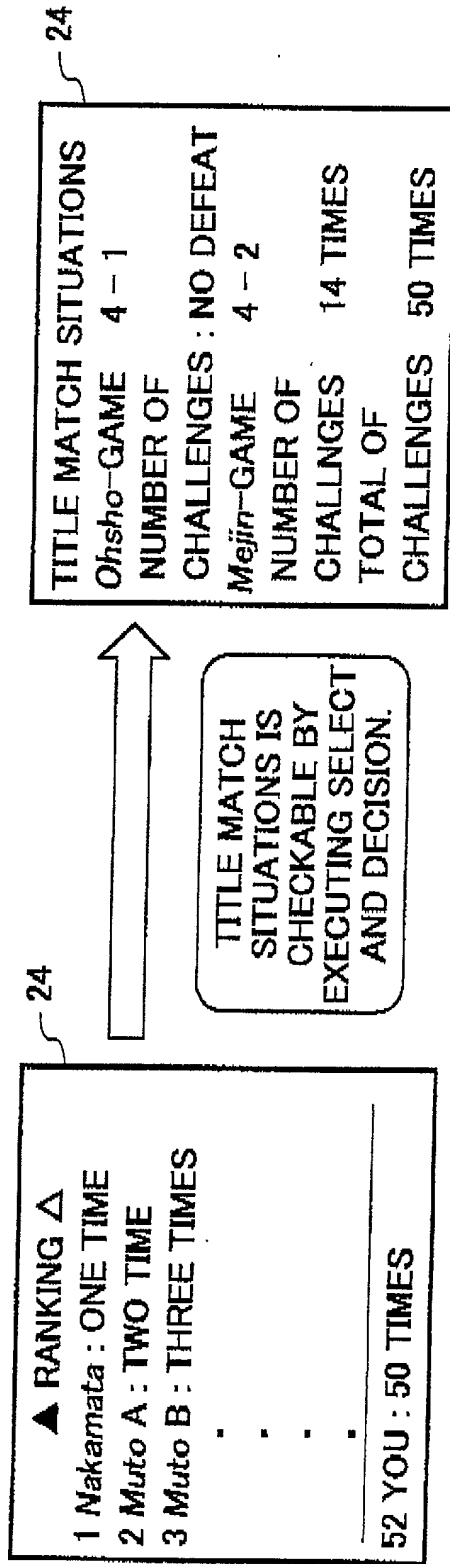


Fig29

◇ ABOUT RANKING

WITH THIS MODE, IT IS ABLE TO COMPETE WITH OTHER USER FOR NUMBER OF CHALLENGE NEEDED IN ATTAINING CLEAR HIGH-RANKING 10 TITLE HOLDERS AND CONNECTED USERS ARE TO BE DISPLAYED. TO BE DISPLAYED BY MAKING SELECTION WITHIN MODE.



* ALTHOUGH DISPLAYED ON SAME ROW ON RANKING LIST IF CLEARED AT MINIMUM (ONE TIME) CHALLENGE, CONTENTS OF GAME SITUATIONS IN GAINING EACH TITLE AND NUMBER OF MOVES PER GAME WILL BE REFLECTED TO RANKING DISPLAY.

Fig.30

O COORDINATE INPUT METHOD

TO BE PROGRESSED BY COORDINATE-INPUT DESIGNATION AS IN NORMAL GAME.
THIS SEEMS FOR THOSE WHO ARE FAMILIAR WITH Shogi, BECAUSE USERS ARE
REQUIRED TO INPUT AFTER CONSIDERING SOLUTIONS BY THEMSELVES.

THIS IS USEFUL WHEN USER IS REQUIRED TO PRESENT SOLUTIONS, SUCH
AS APPROVAL OF GRADE.

O SELECTION METHOD

SELECT ONE FROM THREE TO FIVE ITEMS FOR EACH MOVE.
THIS IS EASY FOR BEGINNERS BECAUSE SOLUTION EXISTS IN PRESENTED ITEMS.

THIS METHOD IS OPTIMUM AS FIRST STEP, SUCH AS UNDERSTANDING OF
RULE IN CHESS PROBLEM (*Tsume-Shogi*).

Fig.31

① TOSSING Shogi PIECES METHOD

"TOSSING Shogi PIECES" IS TO THROW Shogi PIECES (Fu) TO BOARD, LIKE CASTING DICE, THEREBY TO DECIDE ORDER OF MOVERS. THIS IS APPLIED TO DIVINATION, AND COMBINATION OF PIECES SHOWS DEGREE OF LUCK.

◇ ENTIRE FLOW

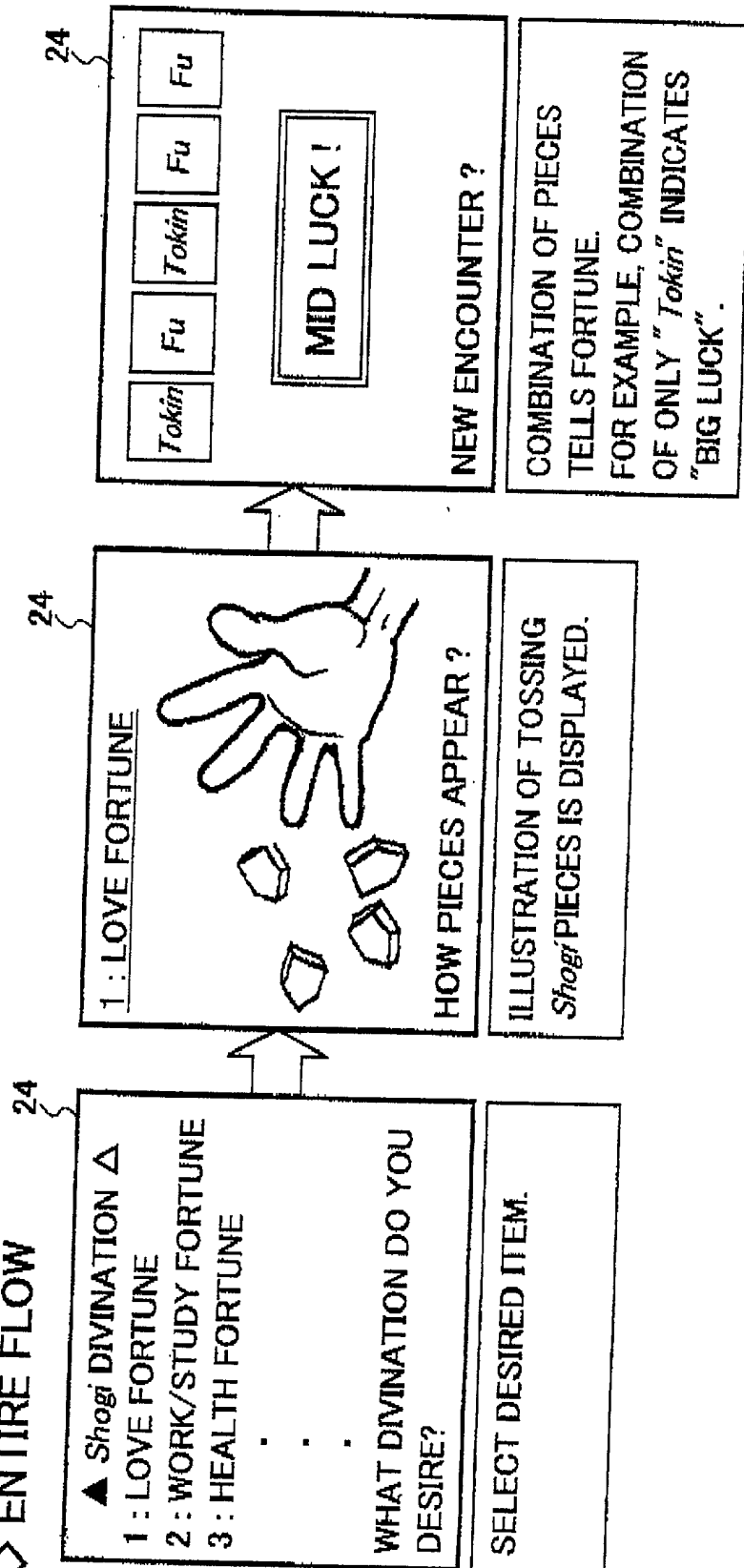


Fig.32

② MOVING Shogi PIECE METHOD

TO Shogi's PIECES (FROM "Fu" TO "Oh") PLACED ON BOARD, ARBITRARY PIECE IS MOVED CERTAIN TIMES BY USER. DIVINATION IS CONDUCTED BASED ON SELECTED AND MOVED PIECES.
ORDER USER MOVED PIECES CORRESPONDS TO DIVINATIONS ABOUT "LOVE", "WORK/STUDY", AND "HEALTH".

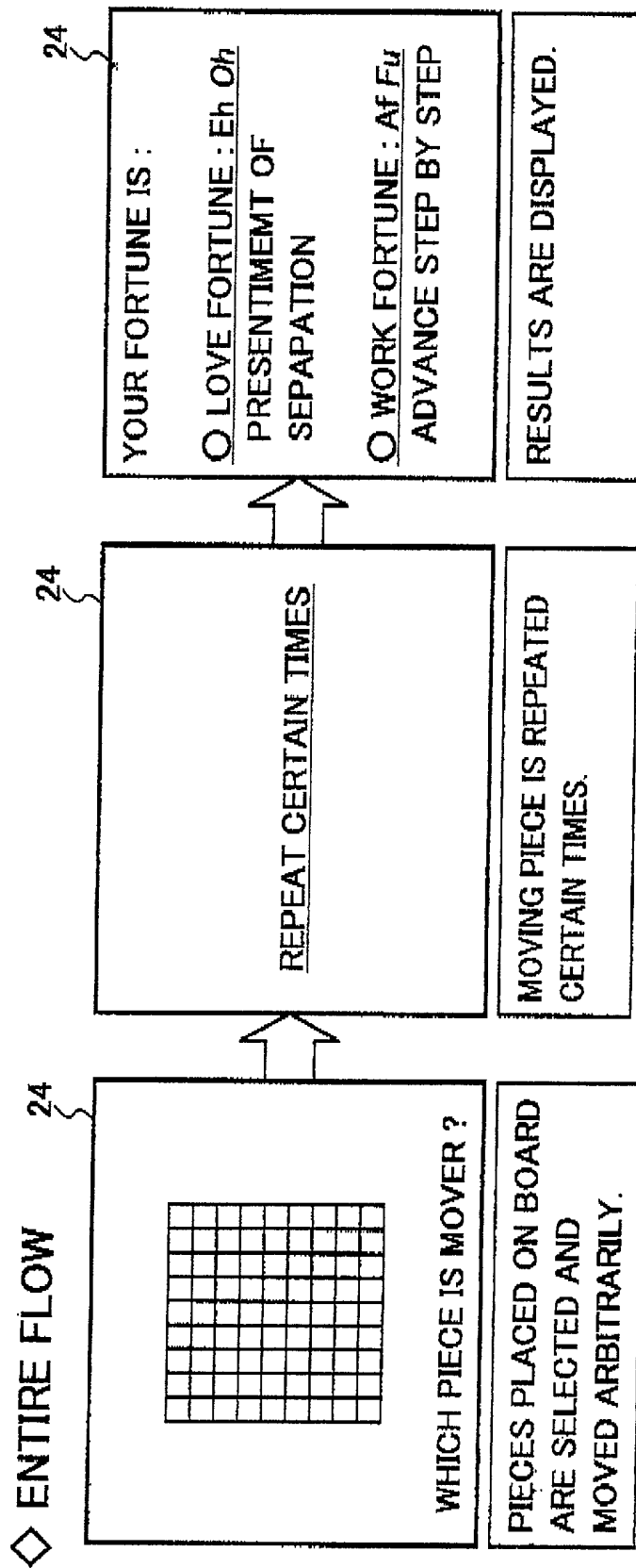


Fig.33

③ TURN-INSIDE-OUT METHOD

FROM THREE TO FOUR PIECES HAVING BLANK FRONT, EACH PIECE FRONT BEING PLACED DOWNWARD, ONE IS SELECTED ARBITRARILY BY USER. SELECTED PIECE IS TURNED INSIDE OUT. DIVINATION IS CONDUCTED BASED ON KIND OF PIECE COMING OUT ("Fu" TO "Oh").
REASON WHY ALL KINDS OF PIECES ARE NOT DISPLAYED WHEN USER MAKES SELECTION IS THAT DIVINATION IS ALREADY PROCEEDED TO SOME DEGREE BEFORE SELECTION.
ORDER USER SELECTED PIECES CORRESPONDS TO ITEMS OF "LOVE", "WORK/STUDY" AND "HEALTH".

◇ ENTIRE FLOW

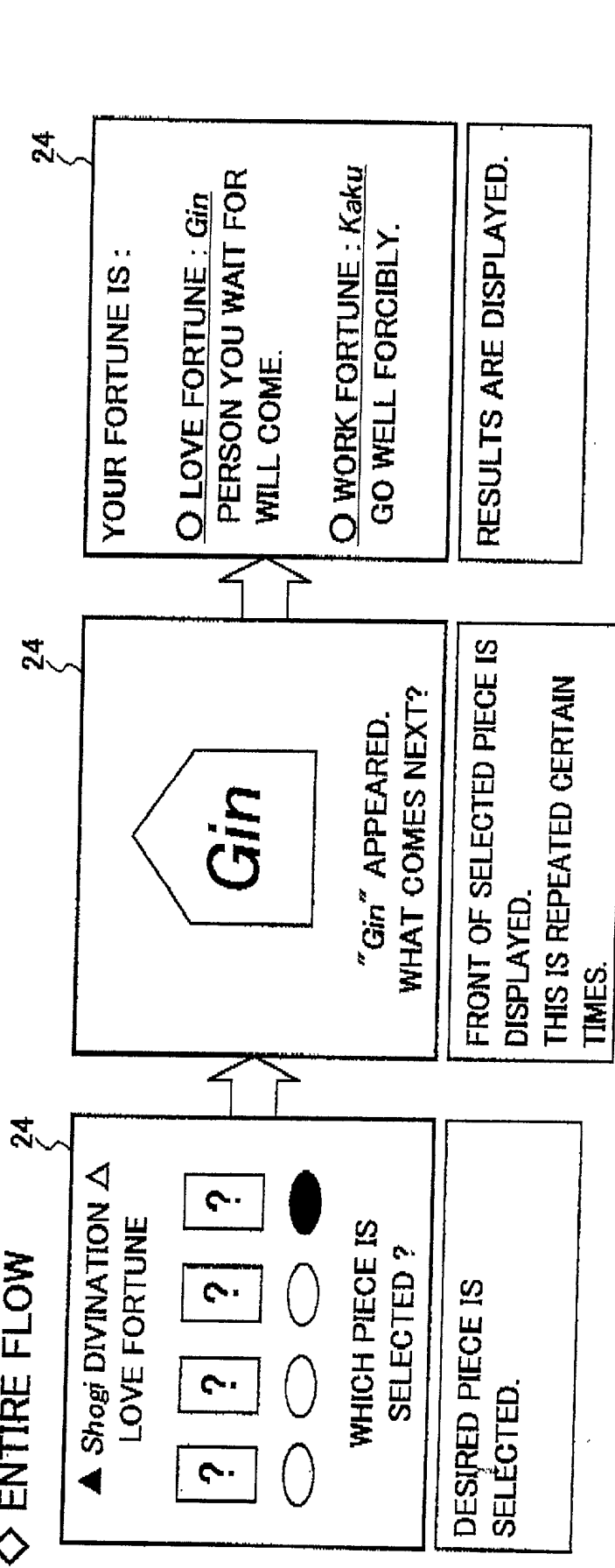


Fig.34

○ ABOUT GAMES

GAMES OBTAINED BY APPLYING IRREGULAR RULES TO NORMAL *Shogi* ARE PROVIDED TO USERS SO THAT THEY AMUSE THEMSELVES WITH NEW PLAY.

◇ PIECE-TAKING *Shogi*

- USER COMPETE IN SUM POINTS OF PIECES THEY TOOK FROM COMPETITOR WITHIN DETERMINED NUMBER OF MOVES, SUCH AS 100 OR 200 MOVES.
- THIS IS BASICALLY SAME AS *Shogi* RULE (EVERY PIECE POINT IS SAME).
- GAME IS OVER WHEN "Oh" IS TAKEN. PLAYER WHO LOST "Oh" CAN WIN GAME BECAUSE VICTORY OR DEFEAT IS DECIDED ON SUM POINTS OF PIECES AT THAT TIME. "Oh" HAS NO POINTS.

◇ ANOTHER PIECE-TAKING *Shogi*

- GAME IS DONE WITHOUT USING COMPETITOR'S OWN PIECES.
- BASICALLY SAME AS *Shogi* RULE.
- OVER 300 MOVES, PLAYERS OWN PIECES ARE USABLE AS "Mochi-Shogi".

Fig.36

◇ *Shogi* ENTRANCE CORNER

- EXPLAIN TERMS AND RULE OF *Shogi* TO VERY BEGINNER.
- THIS FUNCTIONS AS GUIDE OF NORMAL GAMES, AND INCREASES *Shogi* FAN.
- EASY-TO-JOIN ENVIRONMENT WILL BE PROVIDED BY DISPLAYING ON SCREEN SUCH AS PORTRAIT CHARACTERS OF PRO-*Shogi* PLAYERS SUBJECTED TO PERFORMANCE, IN ADDITION TO LITERAL CHARACTERS.

Fig.37

O ABOUT OTHER CONTENTS

PROPOSED CONTENTS INCLUDE "PRO-Shogi PLAYERS PROFILES" FOR PRESENTING PRO-Shogi PLAYER PROFILES. "WOMEN PRO-Shogi PLAYERS' CORNER" WILL BE OPENED TO PRESENT NEW IMAGE OF Shogi.

Takahashi, Yamato

Shimizu, Ichiyo (WOMEN'S THREE-TITLE-HOLDER)

ESPECIALLY POPULAR WOMEN PLAYERS' CORNER WILL BE OPENED FOR PUBLIC RELATIONS.

EXAMPLES OF CORNERS

O "WEEKLY DIARY" CORNER PRESENTING EVERYDAY HAPPENING OF WOMENS PRO-Shogi PLAYERS IN FORM OF DIARY.

O "Shogi-MEMO" BRIEFLY DESCRIBING "Shogi TERMS" INTENDED FOR BIGINNERS, WITH LOVELY PORTRAIT CHARACTERS OF WOMENS PRO-Shogi PLAYERS.